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SEGA™



SEGA SATURN™

T-1208H

CAPCOM®

# NIGHT WARRIORS™

Darkstalkers' Revenge



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# CAPCOM

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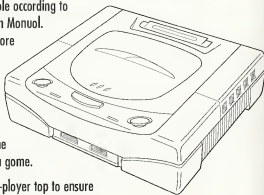
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## GAME SET-UP

Set up your Saturn game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NIGHT WARRIORS disc and close the CD door. Insert game controllers and turn on the Saturn game console. Follow the on-screen instructions to start a game.

Note: Please disconnect your 6-player top to ensure Night Warriors functions properly.



## BASIC CONTROLS

### BUTTON

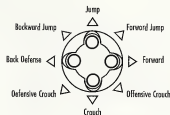
#### START BUTTON

### FUNCTION

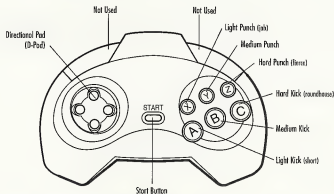
STARTS GAME  
PAUSES GAME  
JOINS IN FOR SECOND PLAYER  
BYPASS DEMO SEQUENCES

#### DIRECTIONAL BUTTON

SELECTS GAME MODE (See Title Screen)  
CHANGES SETTINGS (See Option Mode)  
MOVES CHARACTER



Important Note: The diagram shows the Directional Button positions for a player facing the right. The controls are reversed when facing the left.



## BASIC CONTROLS CONT.

### GENERAL MOVES

**BLOCK/AIR BLOCK:** Press Directional Button away from opponent. You can even block in mid-air.

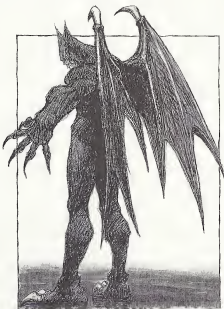
**DASH:** Press Directional Button twice in the same direction (left or right only). You can even dash backward with any character (Victor can only dash backward).

**GRAB/THROW:** Press Directional Button toward opponent, then press Medium or Hard Punch or Medium or Hard Kick button (not available for Anakaris).

**RECOVERY/ESCAPE:** You can recover from dizziness more quickly by pressing back and forth on the Directional Button and by pressing the attack buttons rapidly. You can escape grab moves in this manner as well.

**PURSUIT:** When your opponent falls, you can pursue and attack by pressing  $\blacktriangle$  on the Directional Button and any Kick button simultaneously.

**STANDING UP:** When you fall, you can distance yourself from your opponent before you get up. Press the Directional Button  $\blacktriangleleft$  or  $\blacktriangleright$  to perform this move.



## A NEW BATTLE FOR NIGHT SUPREMACY!

It was a devastating conflict... a fight that left nothing in its wake.

It was a powerful conflict... a confrontation that summoned the ultimate being.

It was a prolonged conflict... a battle that culminated in a single victor.

It was an unfinished conflict... a new fight ensues for Night Supremacy!

Two new Darkstalkers materialize to extract revenge for their families, who perished at the hands of the Darkstalkers. Conjuring the powers of their ancestors, Danavon and Hsien-Ko have sworn destruction to those who stand in their way. Once again, the Darkstalkers are awakened to stand up to the challenge. Only one can be victorious in this battle of the Night Warriors!



## GAME MODES

As you punch and kick your opponent, his/her Vitality Gauge will reduce depending on the extent of the attack. Try to defeat your opponent by completely knocking out his/her Vitality Gauge.

There are 2 modes of play for Night Warriors. Each match is a best-of-three round battle. After a battle, the win/loss screen appears. Unless you turn off your Saturn, win/loss records for each player will be held. At the continue screen, press the START button before the time reaches zero in order to continue. To bypass the continue screen and end the game, press any button other than the START button.

Refer to the descriptions below to determine which mode of play you want.



### ARCADE MODE

This mode is the popular arcade mode, where you select a Night Warrior and fight your way through the other computer-controlled characters. It is a one-player game, but a second player can join in at any time. Press the START button on the opposite controller to join in. The character select screen will then appear.

From the title screen, use the Directional Button to highlight this mode, then press the START button to select the mode. You will then see the character select screen. Use the Directional Button to select one of the game speed settings, then highlight a character and press START. Then select between AUTO or MANUAL blocking and press the START button to begin play.

To adjust your button configuration during game play, press the START button to pause the game. Then press the A button to bring up the config screen (see OPTION MODE, page 8).

## GAME MODES CONT.

### V.S. MODE

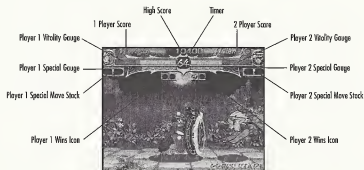
V.S. MODE is the classic 2-player contest. Use the Directional Button to highlight this mode from the title screen and press START to select it. You will then be presented with the character select screen. Use the Directional Button to highlight a character then press the START button to select the character. Next select the game speed and AUTO or MANUAL guard and press the START button to begin play.

Once you have selected your character, the player handicap screen will appear. On the handicap screen, you can set the level of inherent skill for both players by pressing ◀ or ▶ on the Directional Button. The higher the skill level you set, the increased attack power and defensive power your character will have.



You can also select a background stage for the fight by pressing ▼ on the Directional Button first, then ◀ or ▶ to change the stage. Once you exit the handicap screen, you can change your button configuration before you begin the fight. Hold down the START button on either control pod when exiting from the handicap screen. Then use the Directional Button to highlight the attack, then press the button you want to perform that attack. Press START to begin playing the game.

*Auto Save-While playing VS. MODE, the high score, VS. results and option settings are automatically saved to the backup memory. You can erase this data by selecting "DATA RESET" from the Option Mode.*



## OPTION MODE

To adjust the options in your game, from the NIGHT WARRIORS title screen, use the Directional Button to highlight **OPTION MODE**, then press the **START** button. Select an item by pressing **▼** or **▲** on the Directional Button, then change the item by pressing **◀** or **▶** on the Directional Button. Press the **START** button to return to the title screen.



### GAME DIFFICULTY

There are 9 levels of difficulty available in Arcade Mode. As you increase the number of stars, the game becomes more difficult.

### TIME LIMIT

You can play with or without a time limit. If you set the timer to off, an  $\infty$  symbol will be displayed.

### TURBO SPEED

This sets the game speed. As you increase the number of stars, the game plays faster.

### SHORTCUT

If you select the **SHORTCUT** to "ON" the winning sequence and character select screen will be simplified. Loading time will be reduced.

### SCREEN SIZE

You can switch the size of the gameplay screen between "Saturn" and "Arcade". Depending on the capabilities of your TV, some portion of the screen may not appear when set in "Arcade".

## OPTION MODE CONT.

### SOUND MODE

Adjust the sound on your game for stereo or mono sound, depending on the capabilities of your sound system.

### DEFAULT

Press the A, B and C buttons simultaneously to reset your options to the default settings.

### DATA RESET

Press the A, B and C buttons simultaneously to delete all the auto-saved data.

### BUTTON CONFIGURATION



Press A or C button to bring up the **BUTTON CONFIG** screen. You can assign the punch or kick functions to any of the X, Y, Z, A, B or C buttons.

**SP BUTTON**-You can assign any button combination to the L and R buttons. Press L or R first, then press the button combination you want to assign. This feature makes it easy to execute ES and EX moves (see following section).



## SPECIAL MOVES

As you perform attack and special moves (whether or not they cause damage) or block your opponent's attacks the SPECIAL move gauge below your character's Vitality Gauge will begin to fill up. Once the gauge fills completely, the "SPECIAL" sign will light up and be replaced with a number. This number indicates the level or number of SPECIAL moves you can perform (see Night Warriors, page 11). For example, if your gauge becomes full, and the number changes from "2" to "3", you can now perform 3 SPECIAL moves before having to re-charge. SPECIAL moves are powerful moves that can be unleashed and do intense damage to your opponent.



If you don't consume a level, you can continue to charge your SPECIAL move gauge and build up even more moves (limited stock available). Stocked moves can be used in a following round if you like, but do not carry over to a new match.

### ES Moves

There are 2 types of SPECIAL moves. The first are called ES moves (Enhanced Special), which are enhanced versions of some of the special moves. When you have remaining stock in the SPECIAL gauge, enter the Directional Button command for the move, followed by 2 or more buttons simultaneously. For example, if the special move requires you to press a Punch button at the end of the move, you can execute the ES move by pressing 2 or more Punch buttons simultaneously instead of one. ES moves damage your opponent more than the original special move would and knock down your opponent. Not all special moves have ES moves. Look for the ES symbol listed next to the move (see Night Warriors, page 11).

### EX Moves

EX moves (Extra Special) are extremely powerful moves that can be performed when you have stock built up in your SPECIAL move gauge. Each character has more than one of these EX moves (see Night Warriors, page 11). Experiment with different Directional Button motions and attack buttons to perform these EX moves.

## THE NIGHT WARRIORS

The following is a description of each character and a short list of moves beyond the basic punches and kicks. The moves are described in this manner:

The directions you need to press the Directional button to perform the move are described first (moves must be done in a smooth, quick motion). Following the move is the list of Punch or Kick buttons you must press to perform the move. The strength of the attack depends on which Punch or Kick button you press. The buttons must be pressed right as you reach the end of the Directional button motion. Timing is critical, so much practice and repetition is necessary for success.

Note: The diagrams show the Directional Button motions for a character facing right. The controls are reversed when facing left.





## DONOVAN BAINE

**Dark Hunter**

Birth Place: ?

Birth Date: ?

Height: 6 ft. 4 in.

Weight: 216 lbs.

An enigmatic man with a mysterious background (one that he never talks about), Donovan travels the world searching for and battling against the forces of darkness. Some have speculated that his

family was destroyed by one or more of the Dorkstalkers while others believe that he may be descended from one of them. Not even he knows the truth of his destiny or his curse. Whatever the reason, he is a cold, efficient fighting machine. . .one sworn to the destruction of the Dorkstalkers. Although he normally travels alone, he has become the protector of a young girl who has been living in a state of near shock since the destruction of her family at the hands of the Dorkstalkers. He feels that this emotionless child may hold the key to his destiny. She has the power to detect the Dorkstalkers, and now leads the Dark Hunter to them, wherever they are.

### Special Moves:

**Flame Sword** ES

◆◆◆ + any Punch button



**Lightning Sword** ES

◆◆◆ + any Punch button



**Blizzard Sword** ES

◆◆◆ + any Punch button



**Sword Grapple** (when near opponent)

◆◆◆ + any Punch button



**Release Sword** ES

Press the some Punch and Kick button simultaneously (e.g., Hard Punch + Hard Kick) to release sword, then repeat to complete move

### EX Move #1:

**Spirit Crusher**

◆◆◆ + any Kick button



## HSIEN-KO

**Chinese Ghost**

Birth Place: Chino

Birth Date: 1730

Height: 6 ft.

Weight: 95 lbs.

Hsien-Ko and her sister were born in the 1700s, during one of Chino's more turbulent periods. While they were still young girls their mother was killed by one of the Dorkstalkers (probably Demitri). Not knowing of the evil that had taken

their mother, the girls set off to find out what happened only to fall themselves to the forces of darkness. As they breathed their last breath, they each made a vow: one to free (or avenge) the spirit of their mother; the other to avenge themselves against the powers of the night by destroying the Dorkstalkers. Although they have yet to realize it, they are rapidly becoming exactly what they swore to destroy! They now race against time to complete their tasks before their humanity drains out completely.

### Special Moves:

**Dark Artillery** ES

◆◆ + any Punch button



**Phantom Reverb** ES

◆◆ + any Punch button



**Cyclone Blade Dance** ES

◆◆ + any Punch button



**Spectral Slicer** (when near opponent)

◆◆ + any Punch button



### EX Move #1:

**Ground Ghost Blade**

◆◆◆ + any 2 Kick buttons simultaneously





# THE NIGHT WARRIORS CONT.



Vampire

**DEMITRI MAXIMOFF**

Prince of Darkness

Birth Place: Romanio

Birth Date: 1483

Height: 6 ft. 5 in.

Weight: 223 lbs.

Demetri has called together the Darkstalkers to prove he is still lord of the night. Even after 500 years, his fighting skills have not dulled, and he is up to any new challenge.

The Vampire is a good, standard character. His normal moves are powerful and useful. Utilize his Jumping and Standing Hard Punches. Be careful, though, as these attacks are ineffective against J. Talbain and Marrigan.

## Special Moves:

**Hellfire** ES  
 ♦♦♦ + any Punch button



**Air Hellfire** ES  
 Jump, then perform Hellfire



**Spinning Uppercut** ES  
 ♦♦♦ + any Punch button



**Dashing Uppercut** ES  
 Dash, then perform Spinning Uppercut



**Fallen Angel** ES  
 ♦♦♦ + any Kick button



**Stake Throw** (when near opponent)  
 Press the Directional Button in a 360 degree motion, then press Medium or Hard Punch buttons



## EX Move #1:

**Midnight Fury**  
 ♦♦♦ + any 2 Punch buttons simultaneously



# THE NIGHT WARRIORS CONT.



Werewolf

**JON TALBAIN**

Whirlwind Wolfman

Birth Place: England

Birth Date: 1940

Height: 6 ft. 1 in.

Weight: 154 lbs.

Jon inherited the family curse of lycanthropy early in his life. At first he sought an escape from his curse but now has come to accept what he is.

The Werewolf does not have many Special moves but he is very agile. His range for attacks is half the other characters, yet his throws have nearly the same range as the other characters. It will take much practice to master the Werewolf.

## Special Moves:

**Luna's Hammer** ES  
 ♦♦♦ + any Punch button



**Diagonal Luna's Hammer** ES  
 ♦♦♦ + any Punch button

**Jumping Luna's Hammer** ES  
 Jump, then ♦♦♦ + any Punch button



**Nunchako Flail** ES  
 ♦♦♦ + any Punch button



**Blaze Kick** ES  
 ♦♦ + any Kick button



**Roll Throw** (when near opponent)  
 ♦♦♦♦♦ + Medium or Hard Kick button



## EX Move #1:

**Beast Cannon**  
 ♦♦♦♦♦ + any 2 Punch buttons simultaneously



# THE NIGHT WARRIORS CONT.



Frankenstein

**VICTOR von GERDENHEIM**  
Crusher Corpse

Birth Place: Germany

Birth Date: 1830

Height: 8 ft. 1 in.

Weight: 507 lbs.

Victor is the creation of the mad doctor von Gerdenheim. While his creator is long gone,

Victor still struggles to find his place in the world.

He is slow, yet very powerful. His throws have long range, and are the most powerful. Some of his moves can be made more powerful or have additional range by pressing the buttons longer. His Special moves can neutralize projectiles.

## Special Moves:

**Whirlwind Punch** ES  
◆◆◆ + any Punch button

**Von Stomp** ES  
◆◆◆ + any Kick button

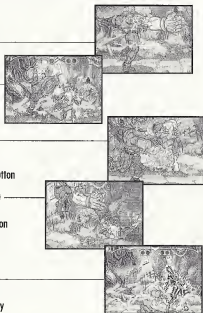
**Rush Punch** ES  
Hold ◆ for 2 seconds,  
then ◆ + any Punch button

**Rush Kick** ES  
Hold ◆ for 2 seconds, then ◆ + any Kick button

**Power Bolt Throw** (when near opponent)  
Press Directional button in a  
360 degree motion, then press any Punch button

## EX Move #1:

**ThunderStrike**  
Press and hold ◆ for 2 seconds, then  
press ◆ + any 2 Punch buttons simultaneously



# THE NIGHT WARRIORS CONT.



Zombie

**LORD RAPTOR**  
Rocker of Death

Birth Place: Australia

Birth Date: 1889

Height: 5 ft. 10 in.

Weight: 86 lbs.

Lord Raptor is an aristocrat who believes he should bear the title of "Lord of the Night." Although born during the Victorian age, he finds modern speed metal music more to his liking.

He has a long reach with his self-contained weapons, such as his chainsaw legs. He is effective against opponents that jump at him, but you must be quick to pull off the attack.

## Special Moves:

**Helicopter** ES  
◆◆◆ + any Kick button

**Death Dance** ES  
◆◆ + any Kick button

**Coffin Maker** (when near opponent) ES  
◆◆◆◆ + any Punch button

**Hell's Gate**  
◆◆◆◆ + any Kick button

## EX Move #1:

**Evil Scream**  
◆◆ + any 2 Punch buttons simultaneously



# THE NIGHT WARRIORS CONT.



Succubus

## MORRIGAN AENSLAED

Queen of the Night

Birth Place: Scotland

Birth Date: 1678

Height: 5 ft. 7 in.

Weight: 128 lbs.

Marrigan takes her lost name from an ancient queen of Scotland. She is known as a temptress, and a mistress of the night. She wishes to become "Queen of the Night."

The Succubus has the ability to perform combination attacks very quickly. Her standing Medium Punch and standing Hard Kick are most potent. She can also get behind an opponent and attack before they can block using her diagonal dash ability.

Morrigan is a solid fighter for novice players.

### Special Moves:

**Fire Bat** ES  
 ♦♦♦ + any Punch button

**Diagonal Fire Bat** ES  
 Jump, then ♦♦♦ + any Punch button

**Shadow Blade** ES  
 ♦♦♦ + any Punch button

**Hell Ride (when near opponent)** ES  
 ♦♦♦♦ + any Punch button

### EX Move #1:

**The Drill**  
 ♦♦♦♦♦ + any Kick button



# THE NIGHT WARRIORS CONT.



Mummy

## ANAKARIS

Pharaoh from the Crypt

Birth Place: Egypt

Birth Date: 2664 BC

Height: 8 ft. 9 in.

Weight: 18 az.-1212 lbs. (variable)

Anokoris was once the greatest warrior Pharaoh, and now nearly 5,000 years later he intends to prove that he is still the greatest warrior in existence.

The mummy is very slow, but has some dazzling attacks. His crouching hard punch is effective against air attacks, and is useful when getting up or countering trap moves. One of his Special moves can curse an opponent and neutralize him or her for a certain amount of time.

### Special Moves:

**Sarcophagus Slam** ES  
 Press the same Punch and Kick button simultaneously (e.g., Hard Punch + Hard Kick). Distance is determined by which buttons are used

**Pharaoh's Curse** ES  
 While in air, ♦♦♦ + any Punch button

**Long Snake** ES  
 ♦♦♦ + any Punch button

**Grand Wrap** ES  
 ♦♦♦♦ + any Punch button. Distance is determined by which button is used

**The Void (catches projectiles)**  
 ♦♦♦♦ + any Kick button

**Retribution (after successful Void)**  
 ♦♦♦♦ + any Kick button

### EX Move #1:

**Hell Hole**  
 ♦♦♦♦♦ + any 2 Kick buttons simultaneously



# THE NIGHT WARRIORS CONT.



Cat Woman  
**FELICIA**  
Teen Feline Dreamer

Birth Place: Las Vegas  
Birth Date: 1967  
Height: 5 ft. 6 in.  
Weight: 128 lbs.

Felicia is an exotic battle dancer. The youngest of the Darkstalkers, she intends to prove her strength to all.

She uses her cat claws very well, and it is her best and strangest weapon. The cat woman is a balanced fighter, yet tends to be wide open to attack after she executes her Special moves. Be careful!

## Special Moves:

**Rolling Slash** ES  
◀♦♦ + any Punch button twice

**Rolling Smash** ES  
♦♦ + any Punch button, then press any Punch button repeatedly

**Litterbox Kick** ES  
♦♦ + any Kick button

**Lunge Kick** ES  
◀♦♦ + any Kick button

**Scratching Post** (when near opponent) ES  
◀♦♦♦ + Medium or Hard Kick button

## EX Move #1:

**Rolling Fury**  
♦♦♦ + any 2 Punch buttons simultaneously

# THE NIGHT WARRIORS CONT.



Samurai  
**BISHAMON**  
Accursed Warrior

Birth Place: Japan  
Birth Date: 1673  
Height: 6 ft. 2 in.  
Weight: 132 lbs.

Bishamon was charged with protecting his land and his people. To do so he donned a forbidden suit of armor and a cursed sword. Because of these forbidden items, he has never rested from his duty. He has a noble heart, however, and still defends his honor.

## Special Moves:

**Long Spirit Strike** ES  
Hold ◀ for 2 seconds, then ▶ + any Punch button

**Low Spirit Strike** ES  
Hold ◀ for 2 seconds, then ▶ + any Kick button

**The Impaler** ES  
◀♦♦♦ + any Punch button

**The Retriever** (when Impaler connects)  
◀ + any Punch button

**The Divider** (when Impaler connects)  
♦♦♦ + any Punch button

**Upper Slash** (when near opponent) ES  
Press Directional Button in 360 degree motion, then press any Punch button

**Upper Slash** (as a reversal) ES  
♦♦♦ + any Punch button

**Spirit Hold** ES  
Jump vertically, then ◀♦♦ + any Punch button

## EX Move #1:

**Bushido Crush**  
♦♦♦♦ + any 2 Punch buttons simultaneously



# THE NIGHT WARRIORS CONT.



Mermon

**RIKUO**

Hero of the Sea

Birth Place: Brazil

Birth Date: 1953

Height: 6 ft.

Weight: 137 lbs.

Believed to be the lost of his aquatic roce, Rikuo searches the world for news of others of his kind.

Rikuo is very agile and has a long ottock reach.

He is very effective in ground ottocks with his kicks. Try using his "Sonic" to get the opponent to jump over, then return with a dose of "Swomp Gos."

## Special Moves:

**Sonic** ES  
 ⬅➡ + any Punch button

**Swomp Gas** ES  
 ⬅➡ + any Kick button

**Jumping Drill** ES  
 Dash backward, then press any Kick button

**Dorsal Saw** ES  
 ⬅➡ + any Punch button

**Crystal Lancer** (when near opponent) ES  
 ⬅➡➡➡ + Medium or Hard Punch button

**Frenzy** (when near opponent) ES  
 ⬅➡➡➡ + Medium or Hard Kick button



## EX Move #1:

**Sea Rage**  
 ⬅➡➡➡ + any 2 Punch buttons simultaneously



# THE NIGHT WARRIORS CONT.



Bigfoot

**SASQUATCH**

Snow Hulk

Birth Place: British Columbia, CANADA

Birth Date: 1903

Height: 5 ft. 5 in.

Weight: 397 lbs.

Leader of an ancient roce of snow people, Sosquatch has decided to make the outside world aware of his people.

His light punch can stop on opponent's dash ottock. His Vortex Kick is effective against air ottocks, and his dash ottock is ruthless. Command the power of ice with the fortress and the blast. The blast, particularly, works well as it freezes an opponent and renders them immobile for a short period of time.

## Special Moves:

**Frost Blast** ES  
 ⬅➡ + any Punch button

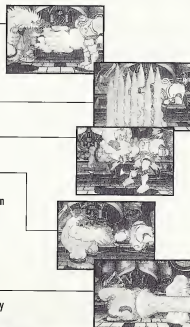
**Vortex Kick** ES  
 ⬅➡ + any Kick button

**Ice Fortress** ES  
 ⬅➡ + any Punch button

**Big Cyclone** ES  
 ⬅➡ + any Kick button

**Big Swing** (when near opponent) ES  
 Press the Directional button in a 360 degree motion, then press the Medium or Hard Kick button

**Big Brunch** (when near opponent) ES  
 ⬅➡➡➡ + any Punch button



## EX Move #1:

**White Out**  
 ⬅➡➡➡ + any 2 Punch buttons simultaneously





# THE NIGHT WARRIORS CONT.



Robot  
**HUITZIL**  
Phobos

Birth Place: Mexico  
Birth Date: 520 AD  
Height: 7 ft. 3 in.  
Weight: 2.27 tons

Constructed to be the ultimate guardian, Huitzil has been programmed by the ancient Mayan

people to protect Central America from great evil, and from any other outside threat. Utilize his "Plasma Beam," which comes from 2 different heights. His missiles explode for awhile, so build your attack with this arsenal!

## Special Moves:

### Plasma Beam

↖↗+ Light Punch = low Plasma Beam

↖↗+ Medium Punch = normal Plasma Beam

↖↗+ Hard Punch = upper Plasma Beam

↖↗+ any 2 Punch buttons simultaneously = enhanced Plasma Beam



### Missile Launcher

↖↗+ Light Kick = near Missile Launch

↖↗+ Medium Kick = normal Missile Launch

↖↗+ Hard Kick = far Missile Launch

↖↗+ any ↖↗ Kick buttons simultaneously = enhanced Missile Launch



### Circuit Scrapper (when near opponent)

↖↗↖↗+ Medium or Hard Punch button



### Genocide Falcon

↖↗+ any Punch button



## EX Move #1:

### Final Zapper

↖↗+ any 2 Kick buttons simultaneously



# THE NIGHT WARRIORS CONT.



Alien  
**PYRON**

Birth Place: Planet Hellstorm  
Birth Date: 1991  
Height: ?  
Weight: ?

Pyron is the supreme overlord of his world. He is being composed of almost pure energy that can take solid form. Being a totally unnatural creature,

he feels that he should be the lord of the Darkstalkers.

## Special Moves:

### Soul Smasher

↖↗+ any Punch button



### Air Soul Smasher

Jump, then ↖↗+ any Punch button



### Zodiac Fire

↖↗+ any Punch button

### Orbital Blaze

Jump, then ↖↗+ any Kick button



### Burning Planet (when near opponent)

↖↗↖↗+ Medium Punch or Hard Punch button



### Galactic Voyage

↖↗+ any Punch or Kick button



## EX Move #1:

### Cosmic Disruption

↖↗↖↗+ any 2 Punch buttons simultaneously



## THE NIGHT WARRIORS CONT.

## GUARD REVERSALS

While blocking on opponent's attack, you can perform quick counterattack moves known as Guard Reversals. These moves knock your opponent out of his or her attack movement and immediately put you on the offensive. Each character has a different Special move that is performed when you successfully execute a Guard Reversal. The following list shows each character's Guard Reversal move. Refer to the Night Warriors section of this manual for more on how to perform these moves.



<b>DONOVAN</b>	Flame Sword
<b>HSIEN-KO</b>	Phantom Reverb
<b>DEMITRI</b>	Spinning Uppercut
<b>J. TALBAIN</b>	Diagonal Luna Hammer
<b>VICTOR</b>	Von Stomp
<b>LORD RAPTOR</b>	Helicopter
<b>MORRIGAN</b>	Shadow Blade
<b>FELICIA</b>	Litterbox Kick
<b>BISHAMON</b>	Upper Slash (reversal)
<b>RIKUO</b>	Sonic
<b>SASQUATCH</b>	Vortex Kick
<b>HUITZIL</b>	Force Field (↗↘ + any Punch button)

Note: ANAKARIS does not have a Guard Reversal.

## STRATEGY NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no text or other markings on the paper.

## STRATEGY NOTES CONT.

Blank lined paper.

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